

ABSTRAK

ADHEN WILLY MUNENDRA: Pengembangan Model Pembelajaran Lempar Lembing untuk Siswa Sekolah Menengah Pertama (SMP). **Tesis. Yogyakarta: Program Pascasarjana, Universitas Negeri Yogyakarta. 2014.**

Penelitian ini bertujuan untuk menghasilkan model pembelajaran lempar lembing untuk siswa SMP yang layak digunakan. Guru SMP sebagai salah satu bentuk pembelajaran lempar lembing yang baik dan efektif.

Penelitian pengembangan ini dilakukan dengan mengadaptasi langkah-langkah penelitian pengembangan sebagai berikut: (1) studi pendahuluan, (2) analisis terhadap informasi yang telah dikumpulkan, (3) mengembangkan produk awal (draf produk), (4) validasi ahli dan revisi, (5) uji coba skala kecil dan revisi, (6) uji coba lapangan skala besar dan revisi, dan (7) diseminasi produk hasil pengembangan. Uji coba skala kecil dilakukan 20 siswa terhadap siswa kelas 8 SMP Negeri 2 Karangnongko Klaten. Uji coba skala besar dilakukan terhadap 60 siswa kelas 8 SMP Negeri 1 Karangnongko dan SMP Negeri 1 Kemalang Klaten. Instrumen pengumpulan data yang digunakan, adalah: (1) pedoman umum wawancara, (2) skala nilai, dan (3) instrumen observasi. Teknik analisis data yang digunakan yaitu analisis deskriptif kuantitatif dan analisis deskriptif kualitatif.

Hasil penelitian ini berupa buku panduan dan CD model pembelajaran lempar lembing untuk siswa SMP, yang berisikan sepuluh model permainan, yaitu permainan: (a) kasvol; (b) bola estafet; (c) target papan; (d) target bola; (e) lempar angka; (f) perang bola; (g) parsim; (h) tardus; (i) pahsim, dan (j) pahdus. Dari hasil penilaian para ahli materi, dapat ditarik kesimpulan bahwa model pembelajaran lempar lembing yang disusun sangat baik dan efektif, sehingga layak digunakan untuk pembelajaran lempar lembing pada siswa SMP.

Kata Kunci: *pengembangan, model pembelajaran lempar lembing*

ABSTRACT

ADHEN WILLY MUNENDRA: Developing a Javelin Throwing Teaching Model for Secondary School Students. **Thesis. Yogyakarta: Graduate School, Yogyakarta State University. 2014.**

This research aims to produce a javelin throwing teaching model for junior high school students, is expected to be used by teacher as a form of good and effective javelin throwing teaching.

This research and development was conducted by adapting the steps of research development including: (1) preliminary study, (2) analysis of the gathered information, (3) developing the initial product, (4) expert's validation and revision, (5) small scale trials and revision, (6) large-scale field trial and revision, and (7) dissemination of the product. The small scale trial was conducted in Karangnongko Klaten 2 State Junior High School with 20 second grade students. The large scale trial was conducted in Karangnongko Klaten 2 State Junior High School and Kemalang Klaten 1 State Junior High School with 60 second grade students. The instrument for collecting the data included: (1) general interview guidelines (2) value scale, and (3) observation instrument. The data were analysed using the descriptive quantitative and descriptive qualitative analyses.

The product of this research is a guide book and CD of javelin throwing teaching model for junior high school students, which contain ten games models, namely, the game model of: (a) kasvol; (b) relay; (c) board target; (d) ball target; (e) figures throwing; (f) ball war; (g) parsim; (h) tardus; (i) pahsim, and (j) pahdus. From the assessment of the subject-matter experts evaluation, it can be concluded that the developed javelin throwing teaching model is a good effective and feasible for the teaching of javelin throwing to junior high school students.

Keywords: *development, javelin throwing teaching model*